

**AMENDMENTS TO THE CLAIMS:**

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

Claims 1. - 14. (Canceled)

15. (Currently amended) A game progress administering method using a game progress administering system connected with game terminal units to be operated by players and installed in a plurality of shops via communication lines such that operation signals necessary for the progress of a game can be communicated, thereby administering the progress of the game, comprising:

~~allowing a step in which~~ player information storage of the game administering system to store player identification information, which is identification information of players, in correspondence with shop identification information, which is identification information of shops to which the players virtually belong,

~~allowing a step in which~~ terminal information storage ~~means~~ of the game administering system to store terminal identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal units are installed,

allowing a step in which gaming evaluating means of the game administering system to receive the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the game, from the one game terminal unit, and to instruct the one game terminal unit to conduct the game, and to calculate a result of each player based on the result of the game, and to store the calculated results in the player information storage means in correspondence with the player identification information,

allowing a step in which result tabulating of the game administering system to tabulate the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and to store the determined within-shop ranking in the player information storage means in correspondence with the player identification information,

allowing a step in which shop judgering means judger of the game administering system to reads the shop identification information corresponding to the terminal identification information of the one game terminal unit from the terminal information storage means, and to read the shop identification information corresponding to the player identification information received by the gaming evaluating means from the player information storage means, and to judge whether

or not the read two pieces of shop identification information coincide with each other,

allowing a step in which restricting condition judger judging means of the game administering system to judge whether or not to satisfy a first restricting condition that the two pieces of shop identification information were judged to coincide by the shop judging means and that a within-shop rank order corresponding to the player identification information received from the one game terminal unit by the gaming evaluating means is within a first specified rank order, and

allowing a step in which guidance transmitter transmitting means of the game administering system to transmit guidance information including the player identification information and the within-shop ranking information of the player of the one game terminal unit to other game terminal units in the shop where the one game terminal unit is installed in order to display, on the other game terminal units, guidance to the effect that the player within the first specified rank order in the within-shop ranking will start the game if the first restricting condition is judged to be satisfied by the restricting condition judging means.

16. (New) A game progress administering system connected with game terminal units to be operated by players and installed in a plurality of shops via

communication lines such that operation signals necessary for the progress of a game can be communicated, thereby administering the progress of the game, comprising:

a player information storage for storing player identification information, which is identification information of players, in correspondence with shop identification information, which is identification information of shops to which the players virtually belong;

a terminal information storage for storing terminal identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal units are installed;

a gaming evaluator for receiving the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the game, from the one game terminal unit, calculating a result of the player based on the result of the game, and storing the calculated results in the player information storage in correspondence with the player identification information;

a result tabulator for tabulating the result of the player to determine a ranking, and storing the determined ranking in the player information storage in correspondence with the player identification information;

a restricting condition judger for judging whether or not to satisfy a restricting condition that a rank order corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within a specified rank order; and

a guidance transmitter for transmitting guidance information including the player identification information and the ranking information of the player of the one game terminal unit in order to display guidance.

17. (New) A game progress administering system according to claim 16, further comprising:

a shop judger for reading the shop identification information corresponding to the terminal identification information of the one game terminal unit from the terminal information storage, reading the shop identification information corresponding to the player identification information received by the gaming evaluator from the player information storage, and judging whether or not the read two pieces of shop identification information coincide with each other, wherein:

the result tabulator tabulates the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and stores the determined within-shop ranking in the player information storage in correspondence with the player identification information;

the restricting condition judger judges whether or not to satisfy a first restricting condition that the two pieces of shop identification information were judged to coincide by the shop judger and that a within-shop rank order corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within a first specified rank order; and

the guidance transmitter transmits guidance information including the player identification information and the within-shop ranking information of the player of the one game terminal unit to other game terminal units in the shop where the one game terminal unit is installed in order to display, on the other game terminal units, guidance to the effect that the player within the first specified rank order in the within-shop ranking will start the game if the first restricting condition is judged to be satisfied by the restricting condition judger.

18. (New) A game progress administering system according to claim 16, wherein:

the game is a competition game;

the gaming evaluator receives the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the competition game, from the one game terminal unit, and determines competing terminal units, which are other

game terminal units to become competitors, in accordance with a specified rule, and instructs the one game terminal unit and the competing terminal units to conduct the competition game, and calculates a result of each player based on the result of the competition game, and stores the calculated results in the player information storage in correspondence with the player identification information;

the result tabulator tabulates the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and stores the determined within-shop ranking in the player information storage in correspondence with the player identification information;

the restricting condition judger judges whether or not to satisfy a restricting condition that a within-shop rank order corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within a first specified rank order; and

the guidance transmitter transmits guidance information including the player identification information and the within-shop ranking information of the player of the one game terminal unit to the competing terminal units in order to display, on the competing terminal units, guidance to the effect that the player within the first specified rank order in the within-shop ranking was determined as a competitor when the competing terminal units are determined by the gaming evaluator if the restricting condition is judged to be satisfied by the restricting condition judger.

19. (New) A game progress administering system according to claim 16, further comprising:

a shop judger for reading the shop identification information corresponding to the terminal identification information of the one game terminal unit from the terminal information storage, reading the shop identification information corresponding to the player identification information received by the gaming evaluator from the player information storage, and judging whether or not the read two pieces of shop identification information coincide with each other, wherein:

the result tabulator tabulates the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and stores the determined within-shop ranking in the player information storage in correspondence with the player identification information;

the restricting condition judger judges whether or not to satisfy a first restricting condition that the two pieces of shop identification information were judged to coincide by the shop judger and that a within-shop rank order corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within a first specified rank order; and

the guidance transmitter transmits guidance information including the player identification information and the within-shop ranking information of the player of the one game terminal unit to the shop monitor unit in the shop where the one game



terminal unit is installed in order to display, on the shop monitor unit in the shop where the one game terminal unit is installed, guidance to the effect that the player within the first specified rank order in the within-shop ranking will start the game if the first restricting condition is judged to be satisfied by the restricting condition judger.

20. (New) A game progress administering system according to claim 16, further comprising:

a shop information storage for storing shop identification information, which is identification information of the shops, in correspondence with area identification information, which is identification information of areas where the shops are located;

a shop judger for reading the shop identification information corresponding to the terminal identification information of the one game terminal unit from the terminal information storage, reading the shop identification information corresponding to the player identification information received by the gaming evaluator from the player information storage, and judging whether or not the read two pieces of shop identification information coincide with each other, wherein:

the result tabulator tabulates the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and stores the determined within-shop ranking in the player

information storage in correspondence with the player identification information, and tabulates the results of the players within a first specified rank order in the within-shop ranking to obtain a shop result of each shop at every interval of a specified period, and determines a within-area shop ranking, which is a ranking of the respective shops, for each area where the respective shops are located in accordance with the shop results of the respective shops, and stores determined within-area shop ranking information in the shop information storage in correspondence with the shop identification information;

the restricting condition judger judges whether or not to satisfy a second restricting condition that the two pieces of area identification information corresponding to the two pieces of shop identification information were judged to coincide by the shop judger, that the within-shop rank order of the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within the first specified rank order, and that a within-area shop rank order of the shop to which the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluator belongs is within a second specified rank order; and

the guidance transmitter transmits guidance information including the player identification information, the within-shop ranking information and the within-area shop ranking information of the player of the one game terminal unit to other game

terminal units in the shop where the one game terminal unit is installed in order to display, on the other game terminal units, guidance to the effect that the player virtually belonging to the shop within the second specified rank order in the within-area shop ranking and being within the first specified rank order in the within-shop ranking will start the game if the second restricting condition is judged to be satisfied by the restricting condition judger.

21. (New) A game progress administering system according to claim 16, further comprising:

a shop information storage for storing shop identification information, which is identification information of the shops, in correspondence with area identification information, which is identification information of areas where the shops are located, wherein:

the game is a competition game;

the gaming evaluator receives the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the competition game, from the one game terminal unit, and determines competing terminal units, which are other game terminal units to become competitors, in accordance with a specified rule, and instructs the one game terminal unit and the competing terminal units to conduct the

competition game, and calculates a result of each player based on the result of the competition game, and stores the calculated results in the player information storage in correspondence with the player identification information;

the result tabulator tabulates the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and stores the determined within-shop ranking in the player information storage in correspondence with the player identification information, and tabulates the results of the players within a first specified rank order in the within-shop ranking to obtain a shop result of each shop at every interval of a specified period, determining a within-area shop ranking, which is a ranking of the respective shops, for each area where the respective shops are located in accordance with the shop results of the respective shops, and stores determined within-area shop ranking information in the shop information storage in correspondence with the shop identification information;

the restricting condition judger judges whether or not to satisfy a restricting condition that a within-shop rank order of the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within the first specified rank order and that a within-area shop rank order of the shop to which the player corresponding to the player identification

information received from the one game terminal unit by the gaming evaluator virtually belongs is within a second specified rank order; and

the guidance transmitter transmits guidance information including the player identification information, the within-shop ranking information and the within-area shop ranking information of the player of the one game terminal unit to the competing terminal units in order to display, on the competing terminal units, guidance to the effect that the player virtually belonging to the shop within the second specified rank order in the within-area shop ranking and being within the first specified rank order in the within-shop ranking was determined as a competitor when the competing terminal units are determined by the gaming evaluator if the restricting condition is judged to be satisfied by the restricting condition judger.

22. (New) A game progress administering system according to claim 16, further comprising:

a shop information storage for storing shop identification information, which is identification information of the shops, in correspondence with area identification information, which is identification information of areas where the shops are located;

a shop judger for reading the shop identification information corresponding to the terminal identification information of the one game terminal unit from the terminal information storage, reading the shop identification information

corresponding to the player identification information received by the gaming evaluator from the player information storage, and judging whether or not two pieces of area identification information corresponding to the read two pieces of shop identification information coincide with each other, using the shop information storage, wherein:

the game terminal units are communicably connected with shop monitor units provided with monitors;

the result tabulator tabulates the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and stores the determined within-shop ranking in the player information storage in correspondence with the player identification information, and tabulates the results of the players within a first specified rank order in the within-shop ranking to obtain a shop result of each shop at every interval of a specified period, and determines a within-area shop ranking, which is a ranking of the respective shops, for each area where the respective shops are located in accordance with the shop results of the respective shops, and stores determined within-area shop ranking information in the shop information storage in correspondence with the shop identification information;

the restricting condition judger judges whether or not to satisfy a second restricting condition that the two pieces of area identification information

corresponding to the two pieces of shop identification information were judged to coincide by the shop judger, that the within-shop rank order of the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within the first specified rank order, and that a within-area shop rank order of the shop to which the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluator belongs is within a second specified rank order; and

the guidance transmitter transmits guidance information including the player identification information, the within-shop ranking information and the within-area shop ranking information of the player of the one game terminal unit to the shop monitor unit in the shop where the one game terminal unit is installed in order to display, on the shop monitor unit, guidance to the effect that the player virtually belonging to the shop within the second specified rank order in the within-area shop ranking and being within the first specified rank order in the within-shop ranking will start the game if the second restricting condition is judged to be satisfied by the restricting condition judger.

23. (New) A game progress administering system according to claim 16, further comprising:

a shop information storage for storing shop identification information that is identification information of the respective shops, wherein:

the result tabulator tabulates the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and stores the determined within-shop ranking in the player information storage in correspondence with the player identification information, and tabulates the results of the players within a first specified rank order in the within-shop ranking for each shop at every interval of a specified period to obtain a shop result, and determines a shop ranking, which is a ranking of the respective shops, in accordance with the shop results of the respective shops, and stores the determined shop ranking information in the shop information storage in correspondence with the shop identification information;

the restricting condition judge judges whether or not to satisfy a third restricting condition that a within-shop rank order of the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within the first specified rank order and that a shop rank order of the shop to which the player virtually belongs is within a third specified rank order; and

the guidance transmitter transmits guidance information including the player identification information, the within-shop ranking information and the shop ranking



information of the player of the one game terminal unit to other game terminal units in the shop where the one game terminal unit is installed in order to display, on the other game terminal units, guidance to the effect that the player virtually belonging to the shop within the third specified rank order in the shop ranking and being within the first specified rank order in the within-shop ranking will start the game if the third restricting condition is judged to be satisfied by the restricting condition judger.

24. (New) A game progress administering system according to claim 16, further comprising:

a shop information storage for storing shop identification information that is identification information of the respective shops, wherein:

the game is a competition game;

the result tabulator tabulates the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and stores the determined within-shop ranking in the player information storage in correspondence with the player identification information, and tabulates the results of the players within a first specified rank order in the within-shop ranking for each shop at every interval of a specified period to obtain a shop result, and determines a shop ranking, which is a ranking of the respective shops, in accordance with the shop results of the respective shops, and stores the determined

shop ranking information in the shop information storage in correspondence with the shop identification information;

the restricting condition judger judges whether or not to satisfy a third restricting condition that a within-shop rank order of the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within the first specified rank order and that a shop rank order of the shop to which the player virtually belongs is within a third specified rank order; and

the guidance transmitter transmits guidance information including the player identification information, the within-shop ranking information and the shop ranking information of the player of the one game terminal unit to the competitor terminal units in order to display, on the competitor terminal units, guidance to the effect that the player virtually belonging to the shop within the third specified rank order in the shop ranking and being within the first specified rank order in the within-shop ranking was determined as a competitor if the third restricting condition is judged to be satisfied by the restricting condition judger.

25. (New) A game progress administering system according to claim 16, further comprising:

a shop information storage for storing shop identification information that is identification information of the respective shops, wherein:

the game terminal units are communicably connected with shop monitor units provided with monitors;

the result tabulator tabulates the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and stores the determined within-shop ranking in the player information storage in correspondence with the player identification information, and tabulates the results of the players within a first specified rank order in the within-shop ranking for each shop at every interval of a specified period to obtain a shop result, and determines a shop ranking, which is a ranking of the respective shops, in accordance with the shop results of the respective shops, and stores the determined shop ranking information in the shop information storage in correspondence with the shop identification information;

the restricting condition judger judges whether or not to satisfy a third restricting condition that a within-shop rank order of the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within the first specified rank order and that a shop rank order of the shop to which the player virtually belongs is within a third specified rank order; and

the guidance transmitter transmits guidance information including the player identification information, the within-shop ranking information and the shop ranking information of the player of the one game terminal unit to the shop monitor unit in the shop where the one game terminal unit is installed in order to display, on the shop monitor unit in the shop where the one game terminal unit is installed, guidance to the effect that the player virtually belonging to the shop within the third specified rank order in the shop ranking and being within the first specified rank order in the within-shop ranking will start the game if the third restricting condition is judged to be satisfied by the restricting condition judger.

26. (New) A game progress administering system according to claim 16, further comprising a belonging-shop setter for reading the shop identification information corresponding to the terminal identification information of the one game terminal unit from the terminal information storage, transmitting the shop identification information to the one game terminal unit, and storing the shop identification information in the player information storage in correspondence with the player identification information of the one game terminal unit upon receiving belonging-shop setting information to the effect of setting to virtually belong to the shop corresponding to the shop identification information from the one game

terminal unit when the terminal identification information of the one game terminal unit is received from the one game terminal unit by the gaming evaluator.

27. (New) A game progress administering system according to claim 16, wherein the guidance transmitter transmits the guidance information to the other game terminal units while adding an interrupt signal thereto in order to make an interrupt display of the guidance on the other game terminal units.

28. (New) A game progress administering system according to claim 17, wherein the result tabulator determines the within-shop ranking by tabulating the results of the players within a specified past period for each shop to which the players virtually belong, and stores the determined within-shop ranking in the player information storage in correspondence with the player identification information.

29. (New) A game progress administering system according to claim 19, further comprising a within-shop ranking transmitter for transmitting the player identification information and the within-shop ranking information of the players virtually belonging to each shop to the shop monitor unit of each shop in order to display the player identification information and the within-shop ranking information

of the players virtually belonging to each shop in the form of a ranking on the shop monitor unit of each shop.

30. (New) A game progress administering system according to claim 20, wherein the guidance information further includes shop identification information of the shop to which the player of the one game terminal unit virtually belongs.

31. (New) A game progress administering system connected with game terminal units to be operated by players and installed in a plurality of shops via communication lines such that operation signals necessary for the progress of a game can be communicated, thereby administering the progress of the game, comprising:

a player information storage for storing player identification information, which is identification information of players, in correspondence with shop identification information, which is identification information of shops to which the players virtually belong;

a terminal information storage for storing terminal identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal units are installed;

a gaming evaluator for receiving the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the game, from the one game terminal unit, instructing the one game terminal unit to conduct the game, calculating a result of each player based on the result of the game, and storing the calculated results in the player information storage in correspondence with the player identification information;

a result tabulator for tabulating the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and storing the determined within-shop ranking in the player information storage in correspondence with the player identification information;

a shop judger for reading the shop identification information corresponding to the terminal identification information of the one game terminal unit from the terminal information storage, reading the shop identification information corresponding to the player identification information received by the gaming evaluator from the player information storage, and judging whether or not the read two pieces of shop identification information coincide with each other;

a restricting condition judger for judging whether or not to satisfy a first restricting condition that the two pieces of shop identification information were judged to coincide by the shop judger and that a within-shop rank order

corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within a first specified rank order; and

a guidance transmitter for transmitting guidance information including the player identification information and the within-shop ranking information of the player of the one game terminal unit to other game terminal units in the shop where the one game terminal unit is installed in order to display, on the other game terminal units, guidance to the effect that the player within the first specified rank order in the within-shop ranking will start the game if the first restricting condition is judged to be satisfied by the restricting condition judger.